

IMPORTANT NOTES

Check your package and hardware for damages.
If found, immediately report damage to your carrier!

If you are missing any of the items listed below,
please contact Precision Flight Controls, Inc. at:

916-414-1316

Monday through Friday

9 AM to 5 PM Pacific Standard Time

Check your packages thoroughly for all items to include:

- (1) USB Throttle Quadrant Console
- (1) Throttle Quadrant
- (1) 6 foot USB cable
- (1) User Guide

Notes:

USB Hub may be required depending upon your system configuration.
Select any available USB port for installation.
FSUIPC is not included.

For the latest driver and warranty information visit our website

www.flypfc.com

Limited Lifetime Warranty

(Original Owner)

Customer is responsible for shipping costs to and from our facility. For the first year, Precision Flight Controls, Inc. (PFC) will pay for reverse shipping.

Products may be replaced or repaired at PFC's option. PFC has only tested this device with other PFC products. Use of this device and any other PFC products with devices not manufactured by PFC, will not be supported and shall void the warranty.



Precision Flight Controls, Inc.

User Guide for the USB Throttle Quadrant Console

Compatible with X-Plane and Microsoft Flight Simulator



How to Reach Technical Support
Call: 916-414-1316, Mon-Fri 9 to 5 PST
Email: techsupport@flypfc.com
Website: www.flypfc.com

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8. Locate Engine 2 Propeller Axis. DOUBLE CLICK to open the Assignment screen. Move the 2nd Prop lever forward and backward. It should be recognized as Z Rotation. CLICK OK to accept.

9. Locate Engine 1 Mixture Axis. DOUBLE CLICK to open the Assignment screen. Move the 1st Mixture lever forward and backward. It should be recognized as Dial. CLICK OK to accept.

10. Locate Engine 2 Mixture Axis. DOUBLE CLICK to open the assignment screen. Move the 2nd Mixture lever forward and backward. It should be recognized as Slider. CLICK OK to accept.

11. Now CLICK the Button/Keys tab to create button assignments.

12. Locate FLAPs - Extend incrementally (down). DOUBLE CLICK to open the assignment screen. Move the flaps lever down. It should be recognized as Button 4. CLICK OK to accept

13. Locate FLAPs - Retract Incrementally (up). DOUBLE CLICK to open the assignment screen. Move the flaps lever up. It should be recognized as Button 3. CLICK OK to accept

14. Locate Landing Gear – Extend/Retract (up). DOUBLE CLICK to open the assignment screen. Move the gear lever up. It should be recognized as Button 2. CLICK OK to accept.

15. Locate Landing Gear – Extend Manually (down). DOUBLE CLICK to open the assignment screen. Move the gear lever down. It should be recognized as Button 1. CLICK OK to accept.

16. CLICK OK at the bottom of the screen to let MSFS know you are finished assigning controls.

17. CLICK on Calibration Tab and select PFC USB Throttle from the Controller Type drop box. Adjust Sensitivity and Null Zone for each Axis.

This completes the Flight Simulator control assignment.

FSUIPC

FSUIPC (Flight Simulator Universal Inter Process Communicator). In order for the PFC USB TQuad Console Rudder Trim to be recognized by FS, you will need to purchase the FSUIPC. You can purchase it at this link below: <http://www.schiratti.com/dowson.html>.

Installing the USB Throttle Quadrant (TQuad) Console

Your USB Throttle Quadrant Console is Windows compatible. You will need to have Administrator rights to install.

1. Fully boot your computer.

2. Before plugging in your Console, close all programs.

3. Plug the small end B into the back of the Console box. (A B)
The plug only fits one way, do not force it

4. Plug the large end A into any available USB port on your computer. The plug only fits one way, do not force it.

5. Windows will detect the Console and install a compatible USB driver automatically.

6. When driver installation is complete, Windows will display a “Ready to Use” message.

Calibrating and Testing a 6-Lever USB TQuad

The following calibration procedures were performed with a 6-lever TQuad. See notes regarding 3-lever and 2-lever TQuads included within each Axis Calibration.

1. From the Windows Control Panel, CLICK on the **Gaming Controller** icon. Find “**PFC USB Throttle**” in the list of installed game controllers shown.

2. DOUBLE CLICK on “**PFC USB Throttle**” or CLICK the “**Properties Button**” to open.

3. Select the “**Settings**” tab, then CLICK “**Calibrate**”. Now follow the Device Calibration Wizard, CLICK **Next**.

4. **X Axis** is **Rudder Trim**. Turn the rudder trim all the way left, then all the way right several times, then CLICK **Next**.

5. **Z Axis** is **Left Throttle** (the Throttle for 2 & 3 Lever). Move the Left Throttle all the way up and down several times, then CLICK **Next**.

6. **X Rotation** is **Right Throttle** (not assigned in 2 & 3 Lever). Move the Right Throttle all the way up and down several times, then CLICK **Next**.



7. **Y Rotation** is **Left Prop** (not assigned in 2 & Prop in 3 Lever). Move the Left Prop all the way up and down several times, then **CLICK Next**.
8. **Z Rotation** is the **Right Prop** (not assigned in 2 & 3 Lever). Move the Right Prop all the way up and down several times, then **CLICK Next**.
9. **Dial** is the **Left Mixture** (Mixture in the 2 & 3 Lever) Move the Left Mixture all the way up and down, then **CLICK Next**.
10. **Slider** is the **Right Mixture** (not assigned in the 2 & 3 Lever). Move the Right Mixture all the way up and down, then **CLICK Next**.
11. To **save** your calibration, **CLICK Finish**.
12. The TEST Tab should open next. **CLICK the Apply Button** to apply the calibration you just created. Move all the controls to verify assignment.

Note - For all TQuads the button assignments are as follows:

- Button 1 is Landing Gear Down
- Button 2 is Landing Gear Up
- Button 3 is Flaps Up
- Button 4 is Flaps Down

Equipment Assignment for X-Plane

The following calibration procedures were performed with a 6-lever TQuad.

1. Start X-Plane, go to the Settings drop menu to Joystick & Equipment.
2. If replacing existing Precision Flight Controls serial equipment, go to the Equipment Tab and **UnCheck** the appropriate settings for your system.
3. Now go to the Axis Tab and **CLICK the “Calibrate Joystick Hardware”** button.
4. Assign each axis control by moving the control to discover which axis bar responds to the movement. Use the drop menu to assign the discovered moving bar to the specific control it affects. See axes list below
 - Move the **Rudder Trim** control to assign X Axis
 - Move **Throttle 1** control to assign Z Axis
 - Move **Throttle 2** control to assign X Rotation
 - Move **Prop 1** control to assign Y Rotation
 - Move **Prop 2** control to assign Z Rotation
 - Move **Mixture 1** control to assign Dial
 - Move **Mixture 2** control to assign Slider

This completes the Axis Tab.

5. Now go to the Button Tab. Raise the **Landing Gear** to the **UP** position. Discover which JOY(stick) button changes to dark gray. Assign this button by locating **Raise the Landing Gear** button in the columns on the right and **CLICK** this button to toggle it **ON** turning it green.
6. Lower the **Landing Gear** to **Down** position. Discover which JOY(stick) button changes to dark gray. Locate the **Lower the Landing Gear** button and **CLICK** this button to toggle it **ON** turning it green.
7. **CLICK** and hold the **FLAPS** switch **UP**. Discover which JOY(stick) button changes to dark gray. Locate the **‘Flaps up a notch’** button and **CLICK** this button to toggle it **ON** turning it green.
8. **CLICK** and hold the **FLAPS** switch **DOWN**. Discover which JOY(stick) button changes to dark gray. Locate the **‘Flaps down a notch’** button and **CLICK** this button to toggle it **ON** turning it green.

This completes the X-Plane control assignment.

Equipment Assignment for Microsoft Flight Simulator

The following calibration procedures were performed with a 6-lever TQuad.

1. Start Flight Simulator, go to **Settings** and select **Controls** (upper right corner).
2. Start in **Calibration** Tab, **CHECK Enable** Controllers box in Controls Settings (top left of screen directly underneath the word Calibration),.
3. Now **CLICK** the **Control Axes** tab (where control assignments are made).
4. Select **PFC USB Throttle** as the Controller Type in the drop down menu.
5. In event list (alpha order) locate Engine 1 Throttle Axis. **DOUBLE CLICK** to open the Assignment screen. Move the 1st throttle lever forward and backward to be recognized. The empty box will auto fill with the axis assignment, in this case Z Axis. **CLICK OK** to accept.
6. Locate Engine 2 Throttle Axis. **DOUBLE CLICK** to open the Assignment screen. Move the 2nd throttle lever forward and backward. It should be recognized as X Rotation. **CLICK OK** to accept.
7. Locate Engine 1 Propeller Axis. **DOUBLE CLICK** to open the Assignment screen. Move the 1st Prop lever forward and backward. It should be recognized as Y Rotation. **CLICK OK** to accept.